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#### Declarations under Rule 4.17:

— as to applicant's entitlement to apply for and be granted a patent (Rule 4.17(ii)) for the following designations AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SM, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, UZ, VC, VN, YU, ZA, ZM, ZW, ARIPO patent (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG)

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(54) Title: SYSTEM AND METHOD FOR WEAPON EFFECT SIMULATION

(57) Abstract: This invention concerns a weapon effect simulation system comprising a fire simulation system and at least one hit simulation system. The fire simulation system comprises both means (2) for transmitting electromagnetic waves to simulate real ammunition from a weapon and means (21) for including information in the electromagnetic waves. The hit simulation system contains both means for receiving the transmitted electromagnetic waves and means (33) for determining, based on received electromagnetic waves, whether a target has been hit. The weapon effect simulation system is characterized in that the fire simulation system further comprises means (17) for calculating the imagined trajectory of the simulated ammunition and means (20) for determining the geographical position of the weapon, and in that the means (21) for including information in the electromagnetic waves are arranged so as to include information related to coordinates in the three-dimensional space for the calculated ammunition trajectory.

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